

MYST III EXILE

THE PERFECT PLACE TO PLAN REVENGE



COMING SPRING 2001
Available on PC & Mac CD-ROM/DVD

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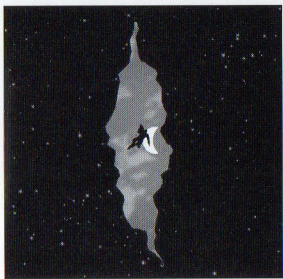
REAL MYST

The Adventure Becomes Real



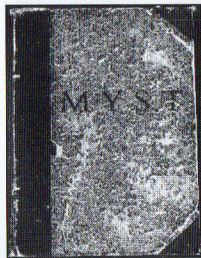
User Manual





*You have just stumbled upon a most intriguing book: a book titled *Myst*. You have no idea where it came from, who wrote it, or how old it is. Its pages contain only a superbly crafted description of an island world. But it's just a book, isn't it?*

As you open the book, you are startled by a picture of an island. The picture seems a little too real; in fact, the picture seems to be moving. In disbelief, you place your hand on the picture. Suddenly...your own world dissolves into blackness, replaced with the island world the pages described. Now you're here, wherever here is, with no option but to explore...



A MESSAGE FROM CYAN

Welcome, or welcome back to *realMYST™*.

For those of you who have never let *MYST* become your world, prepare yourself for a journey to a different place.

For those of you who are returning, prepare to experience *MYST* in a way that's much closer to reality than you remember.

Our original vision for *MYST* was to build a world where you could lose yourself. Free from dying, killing, keyboard commands, role-playing, and starting over — just a virtual place that felt like a real place. Time has passed, technology has advanced...and now, *realMYST* is everything *MYST* is, but more real.

Now you can pick your own path through the forest on *MYST* island, look lazily upward into the Channelwood trees, bask in the fire-red sunset on Selenitic, spin a panoramic tour of Sirrus's throne room, or hurry out of the thunderstorm on *Stoneship*.

The advice for *realMYST* is the same. There are no dead-ends, there is always a way out. Pay attention to detail, because the bits and pieces will fit together to reveal the secrets of *realMYST*. Use intuition and logic, based on your experience in *realMYST* and your experience in the real world. The key is to lose yourself, act and react as if you were really there.

MYST was always meant to be real, now it's closer than ever. Sit back, relax, and enjoy the journey.

Rand Miller

Rand Miller



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GETTING STARTED

SYSTEM REQUIREMENTS:

- Windows® 95/98/2000/ME Requirements
- 450MHz Pentium® II or faster
- 64MB RAM (128MB recommended)
- Minimum 300 MB hard disk space
- 6X CD-ROM drive or faster
- 640x480 display, High Color
- 16MB Video Card with 3D Acceleration
- Video and Sound cards compatible with DirectX 7 or higher
- DirectX 7 or higher

TO INSTALL:

1. Insert the *real*MYST CD-ROM into your CD drive and double-click "Install" at the startup screen.
2. Follow the on-screen instructions to install the game.
3. If the startup screen does not appear, click on the Start menu and select Run. Type D:/setup.exe where "D:" corresponds to your CD-ROM drive and click "OK." Follow the on-screen instructions.

TO RUN:

1. Insert the CD-ROM into your CD drive and click the "Play" button at the startup screen to start *real*MYST .
2. Or you can click "Start" on the desktop, and then click "Programs" and then "*real*MYST." Click the "*real*MYST" menu item to begin the game.

TROUBLESHOOTING

This section provides information that should help you solve some common problems.

SOUND AND VIDEO CARDS

This product requires Windows 95/98 and DirectX compliant sound and video cards. If you experience problems with sound or video while using this product please contact the manufacturer of your sound or video card for the latest DirectX compliant drivers. If such drivers are not used, this product may not run properly on your system.

DIRECTX 7 SETUP

This game requires DirectX 7 or later. If you do not have DirectX 7, then it can be installed or reinstalled from the CD. Installing DirectX 7 is an option when installing the game. You can also install it by using Windows Explorer to open the DIRECTX folder on the game CD. Double-click on DXSETUP.EXE to start the DirectX 7 install.

From within the installation program, you can reinstall DirectX 7, test your driver's certification, or reinstate your previous audio and video drivers.

DirectX Disclaimer

realMYST utilizes Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that are not DirectX compatible. DirectX is a Microsoft product, and as such, this publisher cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related prob-

lems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

COPY PROTECTION

In order to play *realMYST*, the game CD must be in the CD-ROM drive.

CONTACTING TECHNICAL SUPPORT

Mattel Interactive technical support department is available to assist you with any issues regarding the product you purchased. Technical support can be reached via e-mail, U.S. mail, fax, or phone. The technical staff supports the entire family line of products from Mattel Interactive.

When contacting technical support, please provide as much information as you can about your computer system and the problem you are experiencing. The following information is necessary to providing you with technical assistance:

- Your first and last name.
- Phone number, fax number, mailing address and e-mail address.
- Name of the product, version, platform and format. Example:
realMYST/version 1.0/Windows 95/98/CD-ROM
- A brief description of your problem.

- Type of computer including name brand. If you cannot find the name of your computer say IBM PC Clone. Example: Dell PC Pentium 200 MHz
- Amount of memory. Example: 128 MB of RAM
- Size of hard disk. Example: 12 GB hard disk
- Type of video card. Example: Diamond Viper 770 video card
- Type of CD-ROM Drive. Example: 4x Panasonic CD drive
- Type of DVD-ROM. Example: 2nd generation Phillips DVD-ROM drive
- Type of Sound Card. Example: Creative Labs 32 bit sound card
- If using a network please mention the type of network being used.
- Modem type and speed. Example: US Robotics 56K Flex internal modem
- Version of Windows operating system.
- If you are having a printing problem specify the name, make, and model of the printer you are using. Example: HP Deskjet 870 CSI.

Check our Web site, <http://www.mattelsupport.com>, for answers to frequently asked questions and other technical support information. Go to the Support section to get FAQs, downloads, patches, and other useful files.

TECHNICAL SUPPORT CALL CENTER

24 Hour Automated 800 Support: (800) 409-1497

This service allows our customers to find commonly asked questions to products and their answers free of charge.

24 Hour Technical Support Fax Line: (319) 395-9600

Main Technical Support Number: (319) 247-3333

Technical support representatives are available at the listed times (excluding holidays). All times are Eastern standard time. Please be at your computer when you call.

Monday – Friday hours:

9:00 AM–9:00 PM (except Wednesdays)

Saturday hours:

10:00AM–2:00PM

Wednesday hours:

10:30AM–9:00PM

ONLINE TECHNICAL SUPPORT

Technical Support E-mail Address: help@mattelsupport.com

Online Technical Library: www.mattelsupport.com

realMYST Web Site: www.realmyst.com

If the game about which you are inquiring has been out for more than 90 days, you'll want to visit the Web site to be sure you are running the latest version of the game before contacting Technical Support.

MAILING ADDRESS

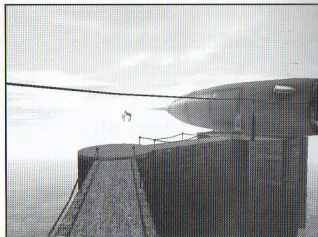
Mattel Interactive
PO Box 100
1700 Progress Drive
Hiawatha, IA 52233-0100 USA
Attn: *realMYST*

Note: When corresponding via mail please include the information requested above.

Moving Around: Moving around in *real*MYST is incredibly intuitive. Unlike other versions of MYST, *real*MYST allows you to move freely through the environments in real-time 3D fashion. You move forward by holding down the left mouse button. You will move through the different worlds as long as you continue holding down the mouse button. Notice that the cursor disappears, allowing you to view the rich world without blemish. If you wish to move to the left or right, simply move the mouse to the left or right while walking. By holding down the right mouse button, you can walk backwards. If you wish to look up or down, simply drag the mouse upwards or downwards. If you wish to look left or right, simply drag the mouse to the right or left.

Should you feel uncomfortable with using the mouse for navigation, the arrow keys on the keyboard can also be employed. Press the up and down arrows to walk forwards and backwards. Press the left and right arrows to turn left and right.

Running: It is possible to move quickly in *real*MYST, allowing you to rapidly navigate through the world. Simply press and hold the Shift key on the keyboard while walking forwards or backwards. You should not activate this feature while exploring new territory, as you may miss an important clue.



The Hand Cursor: As you play the game, it will alert you to objects that you can manipulate or to parts of the environment that you can alter.

Hand Icons

Description



OPEN NAVIGATION HAND

Movement Icon. Click left mouse button to move forward, right mouse button to move backward.



CLICK HAND

Click left button to manipulate whatever the hand is over.



OPEN HAND

Hold down the left mouse button to grab or pull the object the hand is currently over (such as pulling a lever).



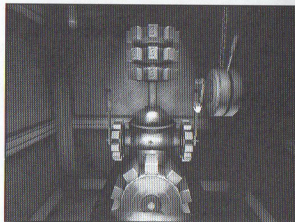
CLOSED HAND

Indicates the Player has grabbed an item and can move it.

Manipulating objects: If you want to examine or attempt to use an object, simply move the cursor over the object and press the left mouse button. The screen will readjust, focusing on the object. At this point, you can interact with the object by clicking on its various parts or pieces, or, if you no longer wish to investigate an object, you can simply move the cursor to the side. Once you move the cursor completely to the side of the object, you are returned to the free-movement mode previously discussed in "Moving Around." As an alternative to moving the cursor off to the side, you can

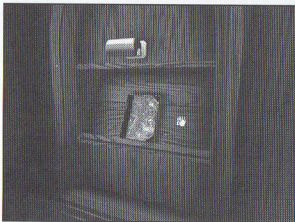
press the right mouse button, which will also return you to moving freely through the environment. Clicking on an object will either bring the object closer to you or bring you closer to the object. If the object is functional, clicking on it may activate it. You can manipulate some objects (such as turning a wheel or pulling a lever) by clicking the left mouse button. If the object is not important, clicking on it may have no effect.

It is also possible to move levers and other objects by dragging them. If you can drag an object, the hand cursor will change to the 'open hand' graphic. The cursor will turn into an open hand whenever you are required to hold down the mouse button.



There are a few limited objects that you can pick up and carry with you. The cursor will change into the 'closed hand' icon. When you click on one of these objects, your cursor will not change, but in the lower left corner of the game screen a transparent icon representing the item being carried will appear.

The cursor responds as normal, even while holding an item. Clicking at the same location where you originally picked up the item will return the item to its location.



IF YOU GET STUCK:



Don't worry! If you're not sure what to do next, clicking everywhere won't help. Think about what you already know, ask yourself what you need to know, collect your thoughts, and piece them together. Try and relate the items you've seen to the places you've been. Reexamine the information you've collected, pay close attention to everything you see, and don't forget anything. But

most importantly — think of what you would do if you were actually there.

MENU SCREEN

Pressing the **ESC** key while playing the game will access the menu screen. Pressing the **ESC** key again will return you to your current game.

MENU OPTIONS

New: Clicking on this button will restart your game from the beginning, just as if you doubled-clicked *realMyst* for the first time. You can left-click or press the **Space Bar** to bypass the credits and introduction.

Resume: Returns you to the currently running game.

Quit: Exits *realMyst*, returns to Windows, and creates an auto-save.

Sound Slider: The volume within *realMyst* can be adjusted by simply left clicking the mouse over the slider and dragging it up or down the bar above the image of a small speaker.

realMyst: Displays lists of credits.

SAVING AND LOADING GAMES

Before using the three buttons (Save, Load, Erase), you must first select one of the five picture save panels located above these buttons. The panel in the lower right is reserved for the “auto save” feature. While playing *realMyst*, the program will automatically save your progress at key points in the game.

To select a save panel, simply move the cursor over the desired panel and press the left mouse button.

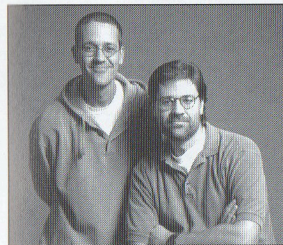
Save: Press this button to save the current game if the save panel is empty. Games can only be saved in empty panels — to save a game in a panel that already has a saved game, you must first erase the panel so it is empty.

Load: Loads the game from the selected save panel.

Erase: Deletes the game from the selected save panel and from your computer. You may now save a new game in this save panel.

RAND AND ROBYN MILLER, CO-FOUNDERS OF CYAN AND CREATORS OF MYST®

ABOUT THE AUTHORS



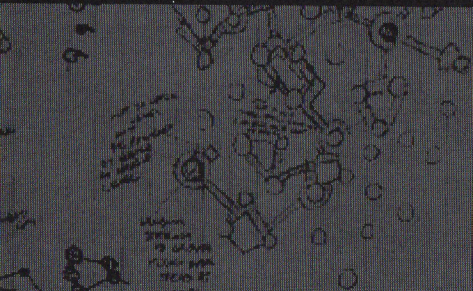
Cyan was formed in 1988 when brothers Rand and Robyn Miller began working together developing children's software for the Macintosh®. Their previous releases have included the Manhole®, Cosmic Osmo®, and Spelunx® and the Caves of Mr. Seudo®. These products were recognized not only for the quality of their sound and graphics, but also for the richness of their non-threatening exploratory environments.

In 1991 Cyan began work on *Myst*, a project that would expand the world of computer entertainment. The goal was to use what they had learned building the immersive worlds for children and implement that knowledge to create a whole new world for everyone. Rather than repurposing existing content from other media for CD-ROM, they would build from scratch a world that would take advantage of everything the vast new medium had to offer. The result was phenomenal. *Myst* was the result of two years of collaboration by the development team at Cyan. *Myst* and its sequel *RIVEN*® have become one of the best selling computer entertainment franchises in history.

The newly released *realMyst* further enhances the experience of the original *Myst* by employing cutting-edge technology. The real-time 3D technology is the most advanced available, but the goal for Cyan remains the same: to simply create worlds that are worth losing yourself in. The future promises all that and more.



The development team at Cyan spent hundreds of hours sketching out the detailed worlds you'll experience in MYST.



CREDITS

CYAN

Original Design: Rand Miller and Robyn Miller

Director: Rand Miller

Producer: Susan Bonds

Project Manager: Ryan Miller

Production Lead: Steve Ogden

CG Art and Animation: Josh Staub, Steve Ogden, Jeff Wilson, Jason Baskett, Victoria Brace, Gary Butcher, Mike Hines, Steve Hoogendyke, Nathan Reidt, Austin Thomas, Eric Warman

Core Technology Development: mf, Mustafa Thamer, Kyle Wilson, Adrian Stone, Mark DeForest, Paul Gallagher, James Beattie, Colin Bonstead, Rob Emanuele, Mathew Burrack, Brice Tebbs

Technical Artists: Doug McBride, Peter Gage, Bill Slease

Rime Age Design: Richard A. Watson, Mark DeForest, Steve Ogden, Doug McBride, Hideki Kudomi

Rime Journals: Ryan Miller, Robert Grace, Richard A. Watson

Music Composition and Production: Robyn Miller, Tim Larkin

Sound Design: Chris Brandkamp, Tim Larkin

Quality Assurance: Eric Votava, T. Elliott Cannon, Richard A. Watson, Eric Anderson, Terry Coolidge

Cyan Support: John Biggs, Tricia Bland, Byron Heinemann, Mark Klammer, Eloise McCloskey, Jeff Oswalt, Micah Sheets, Patti VanHeel

THE ORIGINAL MYST TEAM

Original Design: Rand Miller, Robyn Miller

Original Programming: Robyn Miller, Richard A. Watson

Original Graphics and Animation: Robyn Miller, Chuck Carter

Original Sound: Chris Brandkamp
Original Music Score: Robyn Miller
Additional Production Assistance: Bonnie Staub, Ryan Miller

SUNSOFT

Project Manager: Shigeki Shimizu
Production Assistant: Yumiko Ueno
CG Art and Animation: Tadashi Kojima, Hideki Kudomi, Tomoaki Shimofusa, Hidetoshi Katagiri, Kazuhito Terada, Tsuyoshi Tanigawa
Technical Artists: Masahiro Imaizumi, Seiji Sasaki, Hiroshi Hattori, Satoshi Asano

MATTEL

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Producer: Dan Irish
Associate Producer: George Chastain Jr., Daniel Achterman
Production Assistant: David Walton
Managing Director, Entertainment Division: Amy Boylan
Managing Director, Novato Studio: Carl Norman
Marketing Director: Jeff Hoff
Marketing Manager: Jim Seaman
Multimedia Manager: Steve Lam
Multimedia Engineer: Mario Alves, Maurice Jackson
Localization Manager: Judith Lucero
Localization Coordinator: Hiromi Okamoto
Localization Engineer: Philip Wang
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